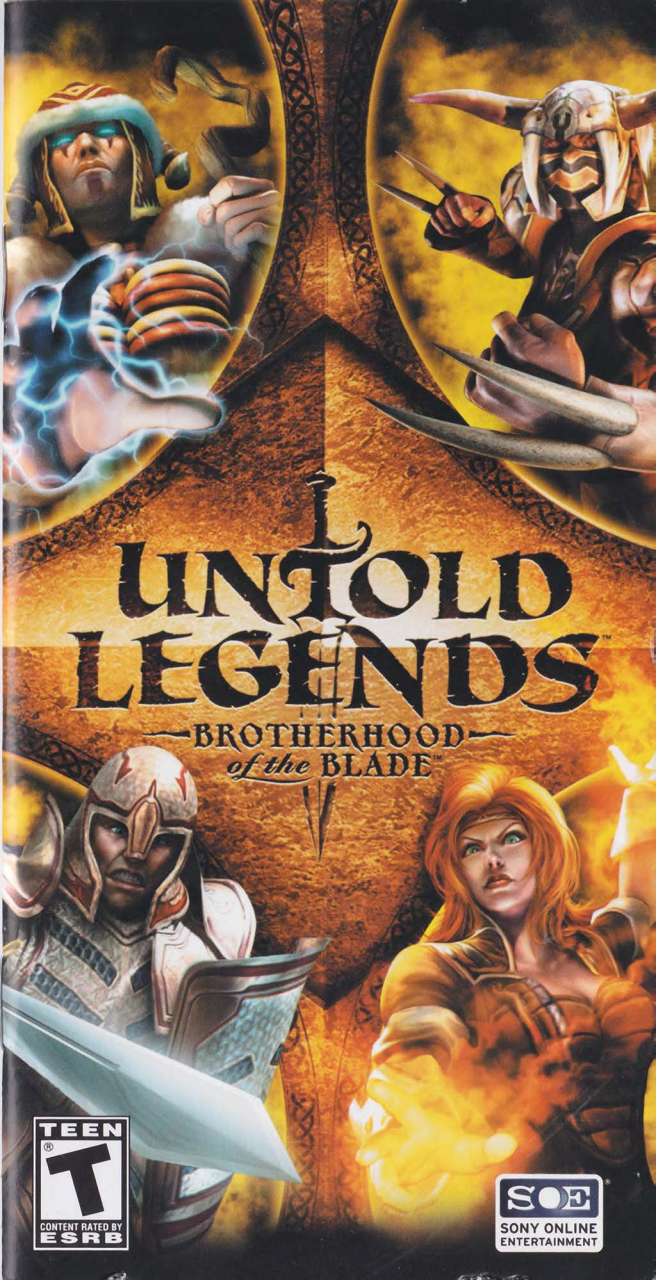
UNTOLD LEGENDS
BROTHERHOOD of the BLADE
TEEN
T
CONTENT RATED BY ESRB
SOE
SONY ONLINE ENTERTAINMENT

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

## Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the LCD screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

## Use and handling precautions

• This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction. • SCEA will not be held liable for damage resulting from the misuse of discs.

Recorded surface

### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS-10003

# UNTOLD LEGENDS™
## BROTHERHOOD of the BLADE™

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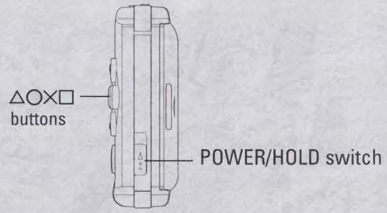
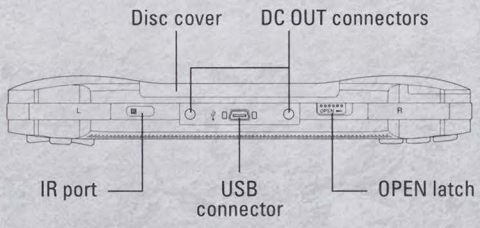
# GETTING STARTED

## Right side view




## Front view




Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the Untold Legends UMD™ disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD while it is playing.

## Memory Stick Duo™

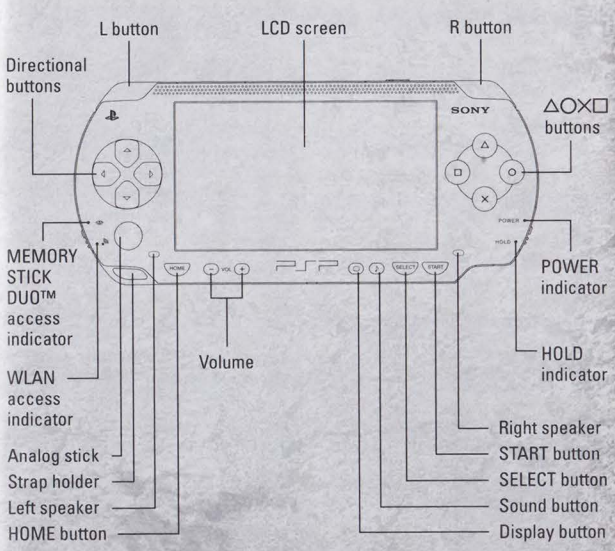
*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP handheld. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.



# STARTING UP

## PSP™ handheld entertainment system configuration




# CONTROLS

### *Main Menu / Options Menu Controls*

| | |
|---|---|
| *Select Menu Item* | *Directional buttons or Analog stick* + ✖ |
| *Back* | ● |

### *Game Controls*

| | |
|---|---|
| *Move* | *Analog stick* |
| *Attack* | ✖ |
| *Perform Action* | ■ |
| *Use Ability 1* | ▲ |
| *Use Ability 2* | ● |
| *Use Health Potion* | *L button* |
| *Use Power Potion* | *R button(hold)* + *L button* |
| *Block* | *R button (hold)* + ● |
| *Switch Melee / Ranged* | *R button (hold)* + ✖ |
| *Mini-Map* | *R button (hold)* + ■ |
| *Center Camera* | *R button (hold)* + ▲ |
| *Quick Ability Menu* | *Directional buttons (hold)* + ▲ *or* ● |

| | |
|---|---|
| *Orbit / Zoom Camera* | *R button (hold) + Directional buttons* |
| *Pause Game / Options Menu* | *START* |
| *Inventory / Character Screen* | *SELECT* |

## *Inventory / Character / Merchant Screen Controls*

### *All Tabs*

| | |
|---|---|
| *Cycle Screen Tabs Right* | *R button* |
| *Cycle Screen Tabs Left* | *L button* |
| *Move Pointer* | *Analog Stick* |
| *Rotate Paper Doll* | *Directional buttons* |
| *Exit* | ● *or SELECT* |

### *Inventory Tabs*

| | |
|---|---|
| *Drop Item* | ▲ |
| *Equip / Unequip Item* | ✖ |
| *More Information* | ■ |
| *Compare Equipment* | *Up / Down with Directional buttons* |

### *Ability Tree Tab*

| | |
|---|---|
| *Spend Ability Points* | ✖ |

### *Level Up Screen*

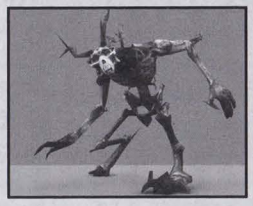
| | |
|---|---|
| *Assign Attribute Points* | *Directional buttons* |
| *Confirm Distribution* | ✖ |

### *Merchant Screens*

| | |
|---|---|
| *Buy Item / Sell Item* | ▲ |
| *More Information* | ■ |
| *Compare Equipment* | *Up / Down with Directional buttons* |

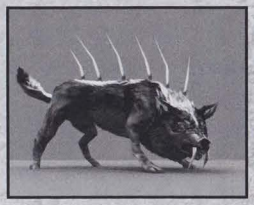


# INTRODUCTION



*Unataca is an ancient planet. Hundreds of civilizations have risen and fallen upon its surface. This is the story of one such civilization. Throughout all of their recorded history, the people have known peace and prosperity within the walls of their timeless city, Aven. High upon the plateau known only as "The Watchtower," Aven has been isolated and secure for generations. For so long have the people dwelled together in this sheltered solitude that today, only mystery and ignorance shroud the certainty of an unknown danger.*

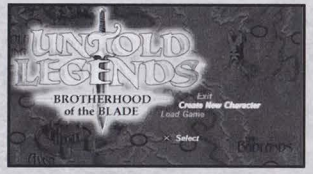
*The realms beyond the Watchtower are barren and dying regions inhabited by both dangerous and powerful creatures. Aven is truly the only safe haven and the last remaining bastion of human civilization and culture left upon a withering Unataca.*



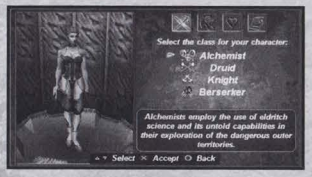
*All of this is about to change....*

*Recently, strange occurrences have begun to haunt the people of Aven. Several prominent citizens have gone missing and innocents have fallen suddenly and mysteriously ill. Unrest and fear are beginning to prosper, but not without due reason. A dark cloud is brewing on the horizon and Aven is threatened by unknown forces that promise only oblivion.*

# QUICK START




### 1. Create a New Character
*Directional buttons or Analog Stick to select Create New Character; Press ✖ to confirm selection.*


Select the class for your character:
Alchemist
Druid
Knight
Berserker
Alchemists employ the use of eldritch science and its untold capabilities in their exploration of the dangerous outer territories.
Select Accept Back

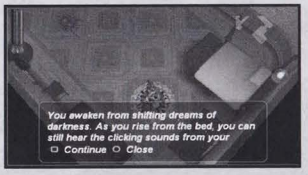
### 2. Select Class
*Directional buttons; ✖ to confirm selection.*

### 3. Select Skin Tone, Hair Style, and Hair Color
*Directional buttons; ✖ to confirm selections.*

### 4. Distribute Attribute Points
*Directional buttons; ✖ to confirm distribution.*

### 5. Name your Character
*Directional buttons; ✖ to select letters; ▲ to backspace; R button to Shift; Select DONE and press ✖ when finished.*

### 6. Select Single Player
*Directional buttons; ✖ to confirm selection.*


You awaken from shifting dreams of darkness. As you rise from the bed, you can still hear the clicking sounds from your
Continue Close

### 7. Advance Text
*Press ■.*

### 8. Close Dialog
*Press ●.*

### 9. Move your Character
*Analog Stick.*

### 10. Attack the Praetox Spider
*Get close, face enemy, press ✖ to attack.*

### 11. Collect the Loot
*Get close to the loot; press ■ to pick up.*

### 12. Explore the Hallway
*There may be more danger afoot. Watch your step! Try pressing ● to use your starting special ability.*

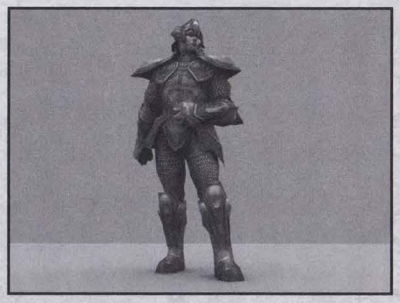
# STARTING A GAME

*Welcome to Untold Legends. Before your adventure begins, you must learn the basics of navigating the screens and menus that are in the game. Use the Directional buttons to select the various menu options and press ✖ to confirm your selection. Pressing ● will step you back through the menus.*

### Multiplayer Games
*Untold Legends is even more fun with your friends. Please see Multiplayer Games starting on page 26 for more information about hosting and joining wireless multiplayer games on your PSP.*

# CREATING YOUR CHARACTER

*In Untold Legends you get the opportunity to adventure as one of four character types, tailored to slightly different styles of play. Each class also has an exclusive set of special abilities that can be developed in different ways.*



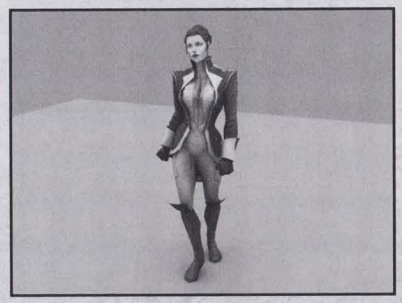
## *Knight*

*The knight is a champion of law, virtue, order and justice. A knight's primary role in Aven is to serve at the forefront of the protection of Aven and its people. The knight practices an ancient form of combat that has been perfected throughout the passing centuries. This combative style relies upon the usage of heavy weaponry and armor. Through relentless dedication and perfected discipline, the knight champions his tenets throughout the outer territories of Aven.*

*The knights of Aven belong to an elite and mysterious branch of military known as the Shaeluun Maul. The Shaeluun Maul has been regarded by the people of Aven as a stoic and constant force of vigilance and protection for countless centuries.*

*The knight is viewed with deep respect and silent fear by the people of Aven. The impenetrable mystery that surrounds the knights of Shaeluun Maul would warrant nothing less. However, the people trust these knights implicitly, for they have shown their unrelenting dedication to the city and its people since the beginning of Aven's history.*



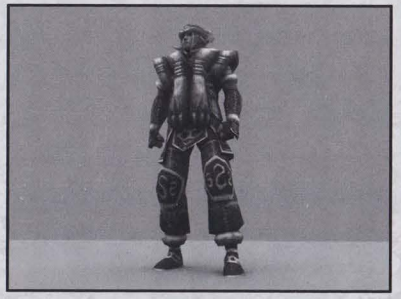


## *Alchemist*

*The alchemist is a scientist of incredible brilliance, extreme curiosity and little regard for the consequences of her experiments (all in the pursuit of science). They are also scholars of great renown and pursue the lost mysteries of the world with stubborn determination regardless of the incredible odds against them. The alchemist serves Aven as a source of knowledge, expertise and incredibly dangerous ability. Their relentless pursuit of the unknown often drives them to confront the dangers of the outer territories.*

*Alchemists employ eldritch science and its untold capabilities in their exploration of these dangerous territories. Potions of their own craft and ancient arcane scrolls are the sources of their destructive and defensive capabilities.*

*Alchemists are greatly respected in the city of Aven for their countless contributions to cultural progression. If it were not for this elite order of brilliant and progressive minds, Aven would likely not have survived the turmoil of its past.*



## Druid

*Druids are dedicated preservationists who harvest the unseen powers of nature in their crusade against corruption. These fierce and stoic combatants are dedicated to obliterating the abominable corruption of the land and desire its restoration more than anything. The druids' dedication to Aven is very strong, for they view it as the last bastion of hope and the core in their crusade.*

*The druid employs the corrupted forces of the natural world in order to exterminate the enemies of Aven. This corrupted force is siphoned through the druid's own life essence, trapping the corruption forever within their own spirit. The force is then channeled as pure, natural energy that can serve to destroy the druid's foes or give protection to his allies. Although the druid will inevitably die from the infection of corruption, they consider it a sacrifice that is both worthy and necessary to their cause.*

*The druid is among the oldest of Aven's elite orders and has served the city for many eras. Druids are viewed with a grave respect by the people of Aven who consider them to be the bravest of champions and most honorable of heroes. The druids have been responsible for the continued survival of Aven and its people, having assured clean water and good crops with their many sacrifices in centuries past.*

## Berserker

*The berserker is the embodiment of unbridled fury, force and bloodthirsty vengeance. A berserker's primary role is one of brutality and destruction. Berserkers are widely feared and distrusted for their extreme cunning and brutal force, but are nonetheless among the most important contributors to Aven's defense.*

*These mysterious and dangerous warriors are unique in their heightened senses and super-human strength. Berserkers employ small blades and throwing weapons in their arsenal.*

*Berserkers have been among Aven's populace for countless generations, but have only been accepted by the people and government in the recent century. Their origins are a mystery to all so it is a common belief that these unfortunate people are the bearers of a disease and should be treated as such. There is some truth to this speculation, as no berserker is born a berserker – they are chosen. Only those who have proven their incredible strength, perseverance and a bloodlust for vengeance are given the "gift" of the berserker.*

*Despite the cold sentiments of others, Berserkers are very loyal and dedicated to Aven and its people. They stalk the outer territories and obliterate the foes of Aven without mercy.*

### Picking your Class

*Your gameplay experience will vary depending on the class you choose and how you develop your character's special abilities, so we encourage you to experiment and try several different characters.*

### Customizing your Look

*Untold Legends has several options to create a unique look for your character. As you play the game, you will also find powerful weapons and armor that will further customize your appearance.*

### Skin Tone, Hair Style, Hair Color

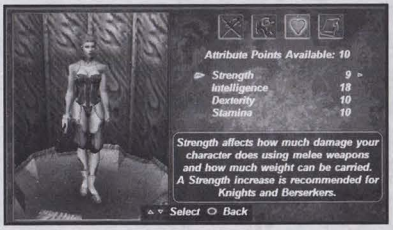
*Each character can choose among different skin tones, hair styles and hair colors. Choose your options using the Directional buttons and press ✖ to confirm your selections. Press ● to return to class selection.*

### Allocating Attribute Points

*Attribute points help to determine your character's base abilities. Each class has slightly different starting attributes to represent the unique strengths and weaknesses of that class. In addition, you start the game with 10 Bonus Attribute points that you can spend to customize your character.*

*Allocate your Bonus Attribute points using the Directional buttons and press ✖ to confirm your distribution. Press ● to return to appearance selection.*

*The following is a list of the attributes and how they each affect gameplay:*


Attribute Points Available: 10
Strength 9
Intelligence 18
Dexterity 10
Stamina 10
Strength affects how much damage your character does using melee weapons and how much weight can be carried. A Strength increase is recommended for Knights and Berserkers.
Select ○ Back

### Strength

- *Increases the amount of raw damage you can do with melee weapons.*
- *Increases the amount of weight you can carry.*

### Intelligence

- *Increases the overall amount of power you have.*

### Dexterity

- *Increases the amount of raw damage you can do with ranged weapons and special abilities.*

### Stamina

- *Increases the overall amount of health you have.*

### Naming your Character

*You may name your character anything you like. Select letters by moving the cursor with the Directional buttons and pressing ✖ to confirm each letter. Press the R button to shift to uppercase letters. Use ▲ to backspace. Select DONE and press ✖ to finish entering your name.*

## GAME SCREEN

*The Game Screen consists of several elements that provide crucial game play information:*

### Resources

*The colored vertical bars in the upper left of your screen represent the three major resources you must manage.*

**– Multiplayer note:**
The colored gem below the resource bars corresponds to the color of the ring around your character's feet. In multiplayer games, you will be able to keep track of your friends' resources, as well as your own and this color coding will help you identify who is who.

### *Health (RED)*

*Health represents how healthy your character is. When enemies hit your character, he will lose Health. If his Health reaches zero, he will die. As you advance through the game, your character will gain more Health. Health regenerates on its own over time. Health potions and certain special abilities can dramatically increase this regeneration rate.*

### *Power (BLUE)*

*Power is the energy your character spends to use special abilities. Different special abilities consume different amounts of Power. If your character does not have enough Power available, she will not be able to use her special abilities. As you advance through the game, your character will gain more Power. Power regenerates on its own over time. Power potions and certain special abilities can dramatically increase this regeneration rate.*

### *Experience (YELLOW)*

*Experience shows the progress your character has made toward reaching the next level. As your character defeats enemies and solves quests, he will earn experience. When his experience bar is full, he will level up and earn more health and power as well as more Attribute and Skill points to distribute.*

### *Mini-Map*

*By default, the mini-map is displayed in the upper right corner of the screen. Your character is represented on the mini-map by a colored triangle. Holding the R button and pressing ■ will increase the size of the mini-map and center it on the screen. Holding the R button and pressing ■ a second time will close the mini-map.*

**– Multiplayer Note:**

The colored triangle on the mini-map corresponds to the color of the ring around your character's feet. In multiplayer games, you will be able to keep track of your friends' locations, as well as your own and this color coding will help you identify who is who.

### *Quick Ability Menu*

*Special abilities must be assigned to either the ▲ or ● button to be used. The quick ability menu allows you to quickly and easily assign special abilities to those buttons at any time.*

*Press and hold the Directional buttons in any direction to activate the quick ability menu. Use the Directional buttons to highlight the special ability you wish to assign and press either ▲ or ● to assign the ability to that button.*



**– Special Ability Note:**

As you advance through the game, not all of your special abilities may be accommodated by the quick ability menu at one time. See Assigning Special Abilities to the Quick Ability Menu on Page 21 for additional instructions.

## CHARACTER INFORMATION SCREEN

*During game play, press SELECT to view your character's important details, such as your inventory, character sheet, quest log and special ability tree. The character screen has the following components:*

### *Name*

*The name of your character is displayed here.*

### *Paper Doll*

*This provides a detailed look at your character. Use the Directional buttons to rotate your character left or right.*

### *Weight*

*This displays how much weight your character is carrying in relation to the maximum amount of weight she can carry.*

**– Attribute Note:**

The Strength attribute greatly affects maximum weight.

### *Gold*

*This displays how much gold your character has.*

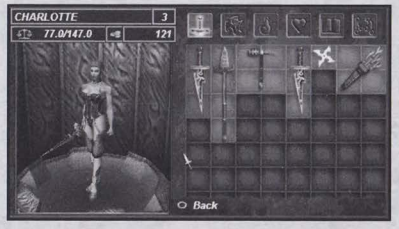
**– Gold Note:**

Gold is used to buy equipment and items, such as health potions, from the merchant you will encounter.

### *Tabs*

*Your character's details are separated into special tabs. The following controls work across all tabs:*

- *Use the R button and the L button to cycle right and left from tab to tab.*
- *Use the Analog Stick to move the pointer to select items on each tab and follow the on-screen instructions to perform various actions on the highlighted item.*
- *Use the Directional buttons to rotate your character's Paper Doll left or right.*
- *Press SELECT or ● at any time to exit the character screens and return to game play.*




### *Weapon Inventory Tab*

*This tab displays all of the weapons, both melee and ranged, your character currently has. Weapons increase the amount of damage your character does when attacking enemies, so it is always a good idea to equip the best weapons you can find. Items your character has equipped are highlighted in blue. Items your character class cannot equip are highlighted in red. Items your character can use in the future are highlighted in yellow. The following controls are used on this tab:*

- *Use the Analog Stick to move the pointer to select weapons.*
- *Press ✖ to equip or unequip the selected weapon.*
- *Press ▲ to drop the selected weapon onto the ground.*

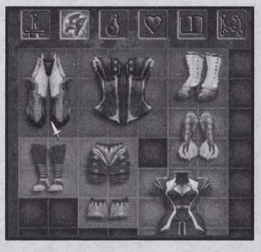
**– Ranged Weapon Note:**
You can have both a melee weapon and a ranged weapon equipped at the same time. During game play, to switch between your equipped melee and ranged weapons, hold the R button and press ✖.

**– Two-Handed Weapon Note:**
Some big melee weapons require your character to use both hands to equip them. When using a two-handed weapon, he cannot equip a shield.

**– Dual Wield Note:**
The Knight and the Berserker both have access to the Dual Wield special ability. After they acquire this special ability they can equip two single-handed melee weapons. While dual wielding, they cannot equip a shield.

**– Enhanced Weapons Note:**
Weapons can be enhanced by combining them with components that you find. Some weapons will already be enhanced when you find them. For more information on enhanced weapons, see Enhancing Equipment with Components on page 23.





### *Armor Inventory Tab*

*This tab displays all of the armor your character currently has. Armor will lessen the damage your character takes when he is hit by enemies, so it is always a good idea to equip the best armor you can find. Items your character has equipped are highlighted in blue. Items your character can use in the future are highlighted in yellow. Items your character class cannot equip are highlighted in red. The following controls are used on this tab:*

- *Use the Analog Stick to move the pointer to select armor.*
- *Press ✖ to equip or unequip the selected armor.*
- *Press ▲ to drop the selected armor onto the ground.*

### *Armor Locations*

*There are five body locations where your character can equip armor:*
- *Head: helmets, caps, etc.*
- *Chest: tunics, breastplates, etc.*
- *Arms: sleeves, arm bands, etc.*
- *Legs: pants, leggings, etc.*
- *Feet: boots, sandals, etc.*

**– Enhanced Armor Note:**
Armor can be enhanced by combining it with components that you find. Some armor will already be enhanced when you find it. For more information on enhanced armor see Enhancing Equipment with Components on page 23.

### *Shields*

*Characters may also equip shields to increase their ability to block. Shields are used in conjunction with single-handed melee weapons. If a character is equipped with a two-handed weapon or is dual wielding, they cannot use a shield.*

**– Enhanced Shield Note:**
Shields can be enhanced by combining them with components that you find. Some shields will already be enhanced when you find them. For more information on enhanced shields see Enhancing Equipment with Components on page 23.

### Item Inventory Tab

*This tab displays all of the non-weapon, non-armor items your character currently has, including jewelry, potions, quest items and components. The following controls are used on this tab:*

- *Use the Analog Stick to move the pointer to select items.*
- *Press ✖ to equip or unequip the selected item (jewelry only).*
- *Press ✖ to use the selected item (components only).*
- *Press ▲ to drop the selected item onto the ground (except quest items).*

### Jewelry

*Characters may find and equip jewelry. Magical jewelry has the ability to increase your character's attributes and resources. Similar to armor, there are multiple locations where jewelry can be equipped.*

- *Neck: chokers, necklaces, etc.*
- *Finger (x2): rings, bands, etc.*
- *Ear: hoops, studs, etc.*

*Jewelry your character has equipped is highlighted in blue.*

### Potions

*Potions are used during gameplay. See Health and Power Potions on page 22 for more information.*

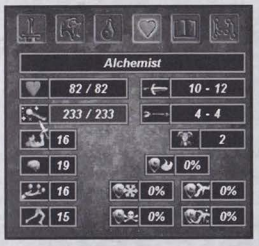
### Quest Items

*Quest items are special items that you will acquire as you solve quests in Untold Legends. Some quest items will have special lore that is important to advancing the storyline of the game. This information will be displayed when you select a quest item and press ■. Certain quest items will also enable your character to enter areas that were previously unavailable. Some quest items are not able to be dropped or sold.*

### Components

*Components are special items that are used to enhance weapons, armor and shields. Press ✖ to use a component. See Enhancing Equipment with Components on page 23 for more information.*






### Character Sheet Tab

*This tab displays lots of important information about your character including class, resources, attributes, combat ratings and resistances. The following controls are used on this tab:*

- *Use the Analog Stick to move the pointer to select items.*
- *Press ■ for more information about the selected item.*

### Class

*This displays your character's class as well as a brief class description. See Creating Your Character on page 8 for more detailed class information.*

### Health

*Health represents how healthy your character is. When enemies hit your character, he will lose health. If his health reaches zero, he will die. As you advance through the game, your character will gain more health. Health regenerates on its own over time. Health potions and certain special abilities can dramatically increase this regeneration rate. See Health and Power Potions on page 22 for more information.*

### Power

*Power is the energy your character spends to use special abilities. Different special abilities consume different amounts of power. If she does not have enough power available, she will not be able to use her special abilities. As you advance through the game, your character will gain more power. Power regenerates on its own over time. Power potions and certain special abilities can dramatically increase this regeneration rate. See Health and Power Potions on page 22 for more information.*

### Strength, Intelligence, Dexterity and Stamina

*These are your character's attributes. They affect gameplay in several meaningful ways. Bonus attribute points are earned every time your character gains an experience level. In addition, certain magical equipment can boost these scores even higher. Please see page 13 for detailed information on how attributes affect game play.*

### Melee Damage Rating

*This indicates the range of damage your character can do with his currently equipped melee weapon(s) per melee attack.*

### Ranged Damage Rating

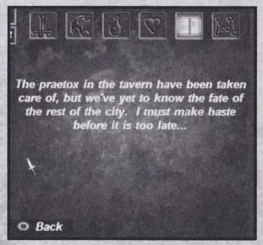
*This indicates the range of damage your character can do with her currently equipped ranged weapon per ranged attack.*

### Armor Rating

*Without armor, you would suffer full damage from enemy attacks. This rating indicates how effective your currently equipped armor is at mitigating normal damage from enemies. The higher this number, the more damage is mitigated.*

### Fire, Cold, Lightning, Poison and Magic Ratings

*Enemy attacks can also do one of five types of specialized damage. These ratings indicate your character's ability to mitigate those specialized attacks. Magical equipment and certain special abilities can dramatically boost these ratings.*


The praetox in the tavern have been taken care of, but we've yet to know the fate of the rest of the city. I must make haste before it is too late...
Back

### Quest Log Tab

*This tab will keep track of your current quests and game objectives. If you have more than one active quest, press ■ to cycle between them.*

### Special Ability Tree Tab

*This is a graphical display of the special abilities your class has access to. The following controls are used on this tab:*

- *Use the Analog Stick to move the pointer to select special abilities.*
- *Press ✖ to spend a point on the selected special ability (if points are available).*
- *Press ■ for additional information about the selected special ability.*
- *Press ▲ to assign special abilities to the Quick Ability Menu.*

*Each ability rank has a required level that must be reached before you are able to spend points in it. Abilities at the top of the tree must be purchased before abilities below them on the tree can be acquired. Special abilities have 20 possible ranks. As you spend points to increase the rank of a special ability, you will unlock additional effects and increase the effectiveness and power of that ability.*



### Assigning Special Abilities to the Quick Ability Menu

*Experienced characters will have more special abilities than will fit at any one time on the quick ability menu. While on the special ability tree tab, you can assign up to eight of your character's special abilities to the quick ability menu.*

- *Use the Analog Stick to move the pointer to select the special ability you would like to add to the quick ability menu.*
- *Press ▲ to open the configuration dialog.*
- *Use the Directional buttons to select the desired quick ability slot for the special ability.*
- *Press ✖ to assign the special ability to the selected quick ability slot.*
- *Press ● to close the configuration dialog.*
- *Repeat to assign up to eight special abilities.*

## PLAYING THE GAME

*Untold Legends is an exciting, fast-paced fantasy game of combat and quests. As your character travels across Unataca he will encounter many dangerous enemies and mysterious allies while attempting to unravel the mysteries of the past and prevent global disaster.*

### Attacking

*There are two basic ways to attack an enemy in Untold Legends, melee and ranged. See Weapons Inventory Tab on page 16 for information on equipping weapons. To switch between melee and ranged attacks, hold the R button and press ✖.*

### Melee

*Melee attacking an enemy is as easy as moving your character close to an enemy, facing them and pressing ✖.*

### Ranged

*Attacking with a ranged weapon requires you to aim at an enemy and press ✖.*

### Using Special Abilities

*Basic attacks will not be enough to defeat many enemies. Each class has special abilities that enable more advanced strategies.*

*Press ▲ or ● to use your assigned special abilities. See Quick Ability Menu on page 14 for directions on assigning special abilities.*

### Blocking

*Hold the R button and press ● to block. Blocking will lessen the damage your character suffers from enemy attacks. Characters can always block, but blocking is most effective when equipped with a shield.*
*Be aware, monsters can block too!*

**– Backstabbed!**
Even while blocking, your character is completely vulnerable to attacks from the rear.

**– It burns! It burns!**
Blocking is only effective against normal attacks. Fire, Cold, Lightning, Poison and Magic attacks are not mitigated by blocking; that is what your resistances are for.

### *Health and Power Potions*

*Health and Power potions will quickly regenerate your character's Health and Power. Larger potions restore more Health and Power than smaller potions. You need to manage your character's supply of potions effectively if you are going to succeed in your quest.*

*To use a Health potion, press the L button. To use a Power potion, hold the R button and press the L button.*

### *Dying*

*When your character's health reaches zero, your character will die. Upon death, your character will be revived at the entrance of the area your character died in, or the point within the level where you last saved your game. All progress made up to the point of death, including monsters killed, experience earned and loot found will be lost.*

**– Multiplayer Note:**
If a character dies, they can be revived if the survivors go to any exit or teleporter. They will also be revived if the survivors Recall back to Aven. If every character in a multiplayer game is killed, they will all be revived at the entrance to the area in which they died.

### *Talking to NPCs*

*Talking to the various citizens of Aven and other characters you meet on your journeys will be vital to your success. To talk to an NPC, approach the NPC and press ■. To advance the conversation, press ■. To end the conversation, press ●.*

### *Buying and Selling Items*

*Loren Haggard, the merchant in Aven, anxiously awaits your business in Market Plaza. To initiate a transaction with Loren Haggard, approach him and press ■. Use the Directional buttons or Analog Stick to select whether you would like to buy, sell or exit, then press ✖.*



### *Buying Items*

*Use the R button, the L button, and the Analog Stick to search the merchant's complete inventory and select an item you would like to purchase. Note the sale price in gold. To purchase the selected item, press ▲. The sale price will be deducted automatically from your character's gold supply.*

### *Selling Items*

*Selling items you have found that your character cannot use or no longer desires is the best way to earn lots of gold in Untold Legends. Use the R button, the L button and the Analog Stick to search your inventory for the item you wish to sell. Note the purchase price the merchant is willing to pay. To sell the selected item, press ▲. The purchase price will be added automatically to your character's gold supply.*

**– Helpful Tip:**
Pressing up or down will compare the selected item with your currently equipped item.

### *Opening Chests*

*All the good loot is in here, so be sure to open every chest you come across. To open, approach the chest and press ■.*

### *Breaking Boxes*

*Some objects your character will encounter can be broken. Press ✖ to attack the object as you would attack an enemy.*

### *Enhancing Equipment with Components*

*In your adventures you will discover special items called components. Components are used to enhance your weapons, armor and shields by adding special magical effects to them.*

*To add a component to a piece of equipment:*

- *Press SELECT to access the Character Screen.*
- *Use the R button or the L button to select the Item Inventory Tab.*
- *Use the Analog Stick to move the pointer to select a component.*
- *Press ✖ to use the component.*
- *Use the R button or the L button and the Analog Stick to select the weapon, armor or shield you wish to enhance.*
- *Press ✖ to enhance the selected item.*
- *You may press ● to cancel the enhancement.*

### *The Recall Stone*

*Your character, like every Aven citizen, has in her possession a Recall Stone. This stone represents a spiritual link to the city itself, and it enables its owner to teleport instantly back to Aven. In addition, the Stone has a memory of the last location in which it was used. This enables your character to travel back and forth from Aven with relative ease. To activate the Recall Stone, Press START, use the Directional buttons to select Recall to Aven, and press ✖.*

### *Teleporters*

*In several locations throughout Unataca, including Aven, there are magical teleporters that are connected to each other and can be used to rapidly travel across the world. To use a teleporter, approach it and press ■. Use the Directional buttons or Analog Stick to highlight your destination, and press ✖ to activate the teleporter, or ● to cancel.*

### *Completing Quests*

*There are a wide variety of quests you can perform in Untold Legends, from slaying monsters, to saving hostages, to recovering ancient artifacts. As you complete quests, your quest journal will update with information and hints on how to proceed. If you get stuck, it is always a good idea to consult your quest journal.*

### *Leveling Up*

*When you earn enough experience from slaying monsters and solving quests, your character will level up. Leveling up earns your character additional Health and Power as well as bonus attribute and special ability points to distribute. After you receive a level up message, press SELECT. Use the Directional buttons to distribute your bonus attribute points and press ✖ to confirm your distribution. Special ability points may be saved and distributed at any time from the Special Ability Tree Tab, see page 20 for more information.*

## PAUSING THE GAME

*You may pause the game at any time and access the Pause Menu by pressing START. Use the Directional buttons or the Analog stick to select a menu option and press ✖. Pressing START or ● from the Pause Menu will return you to the game.*

### *Return to Game*

*Select this option to return to the game.*

### *Recall to Aven*

*Select this option to use the Recall Stone. See The Recall Stone on this page for more information.*



### *Save Game*

*Select this option to save your current game progress. Use the Directional buttons to select the save slot you would like to use for your saved game and press ✖. If there is already a game saved in that slot you will be prompted to confirm your desire to overwrite the previous save. Press ● to cancel at any time.*

### *Options*

*Select this option to alter the various game and technical settings of Untold Legends.*

**Game Options**

**– Auto Split**
With Auto Split on, all gold picked up in a multiplayer game is automatically divided among all players.

**– Show Damage Text**
With this option on, your damage is indicated by floating numbers in the game view.

**– Confirm Zone Request**
With this option on, you must hold down ■ to move from one game area to another.

**– Accept Traded Items**
With this option on, you can receive trades from another player in a multiplayer game.

**– Mouse Speed**
Use this option to increase or decrease the speed of the pointer on the Character Screens.

**Controller Options**
Displays the control layout for the game.

**Sound Options**
Use these to adjust the volume of the sound effects and music.

**Map**
Displays an overland map of Aven and the surrounding regions of Unataca.

**Exit**
Select this option to quit the current game and return to the main menu. All unsaved progress in your current game will be lost unless you save to a Memory Stick, so you will be prompted to confirm your desire to discard that progress and quit the game.

# MULTIPLAYER GAMES

*Untold Legends is even more fun with your friends.*

### *Hosting a Multiplayer Game*

*To host a multiplayer game:*

- *From the main menu, select Create Character or Load Character and press ✖.*
- *Select Host Multiplayer and press ✖.*
- *Wait for other players to join your game.*
- *If you decide you do not want to host a game, press ● to cancel.*
- *To kick an unwanted player from your game, select his name with the Directional buttons and press ▲. Kicked players are returned to the Join Lobby.*
- *When ready to launch the game, press ✖.*

– **Note:** There can be a maximum of 4 players in any multiplayer game.

### *Joining a Multiplayer Game*

*To join a multiplayer game:*

- *From the main menu, select Create Character or Load Character and press ✖.*
- *Select Join Multiplayer and press ✖.*
- *Select the game you wish to join from the list and press ✖.*
- *Wait for the host to launch the game.*
- *If you decide you do not want to play in this game, press ● to cancel.*

### *Saving a Multiplayer Game*

*Just like in a single player game, you may save your progress at any time.*

– **Important Note:**
Quest and storyline progress is *only* saved for the *host* player.

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*WI-FI (WLAN) FEATURES*

*Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes,* ***Ad Hoc mode*** *and* ***Infrastructure mode****.*

*Untold Legends™: Brotherhood of the Blade™ supports* ***Ad Hoc mode*** *only. Please refer to page 26 of the manual on hosting and joining multiplayer games via the Wi-Fi feature.*

### *AD HOC MODE*

*Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.*

*Note: Player responsible for Wi-Fi fees.*

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## NOTES

## NOTES

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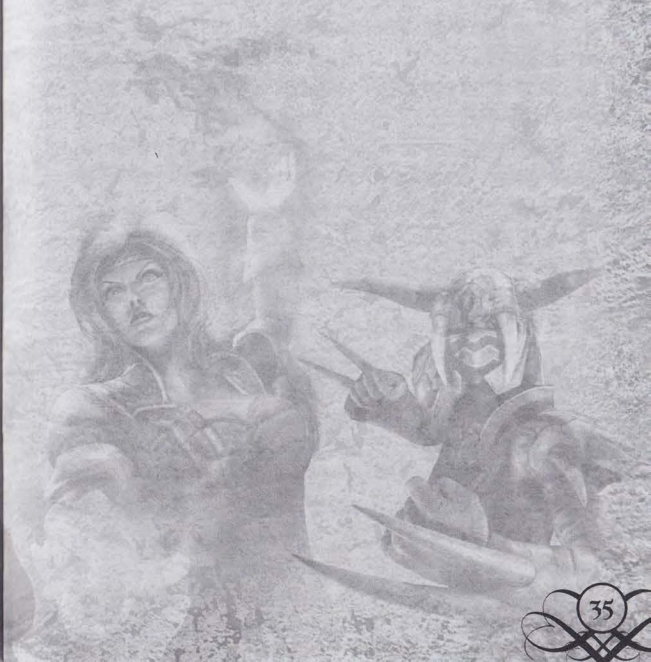

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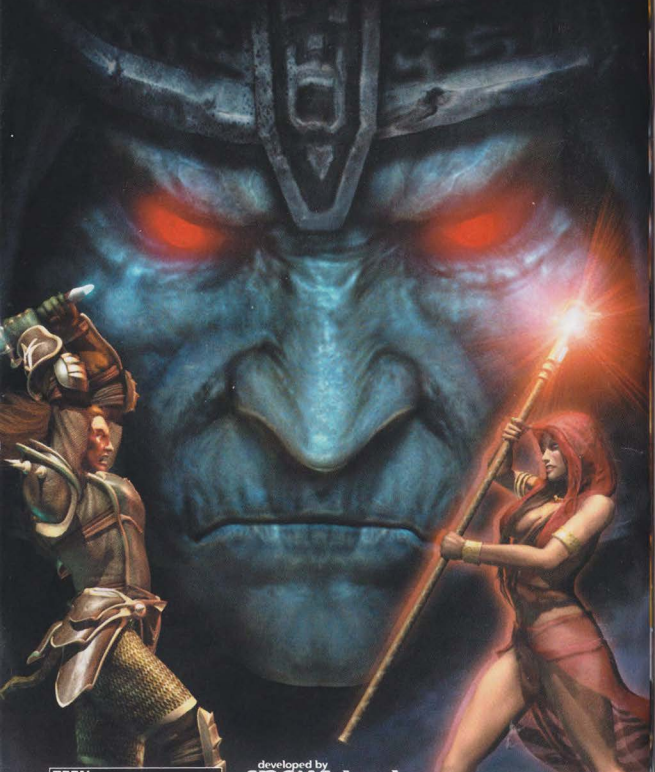
ON SALE NOW!

# CHAMPIONS
## RETURN TO ARMS



TEEN
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Blood & Gore
Violence
ESRB CONTENT RATING www.esrb.org
Game experience may change during online play.

developed by snowblind studios

PlayStation 2

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# Be FEARsome as a FOURsome

Journey to the world of Unataca and engage in battles to save Aven, a timeless city of safe haven and the last remaining stronghold for your people. Join the *Brotherhood of the Blade*™ to battle powerful creatures, discover rich treasures and unravel the mysteries of this ancient world.

- **Action RPG Combat**
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  Connect directly to other PSP handheld systems and play with your friends.
- **Original Fantasy Adventure**
  Select between four unique character classes with different fighting abilities and powerful spells.
- **Huge Game World**
  Over 100 levels, 110 unique monsters, 40 quest adventures and 1000s of items.

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1 DISC UMD

1–4 Players | Memory Stick Duo™ 34KB | Wi-Fi Compatible (Ad Hoc)

Internet connection and a network device may be required for certain Wi-Fi functionality. Only one copy of the game for host only may be required for certain Wi-Fi multiplayer functionality. Visit **www.us.playstation.com/psp** or consult your PSP system manual for full details. Player responsible for all Wi-Fi fees.

Sony Online Entertainment Inc. 8928 Terman Court, San Diego, CA 92121

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TEEN T Fantasy Violence
ESRB CONTENT RATING www.esrb.org

Game Experience May Change During Wireless Play.

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PS2

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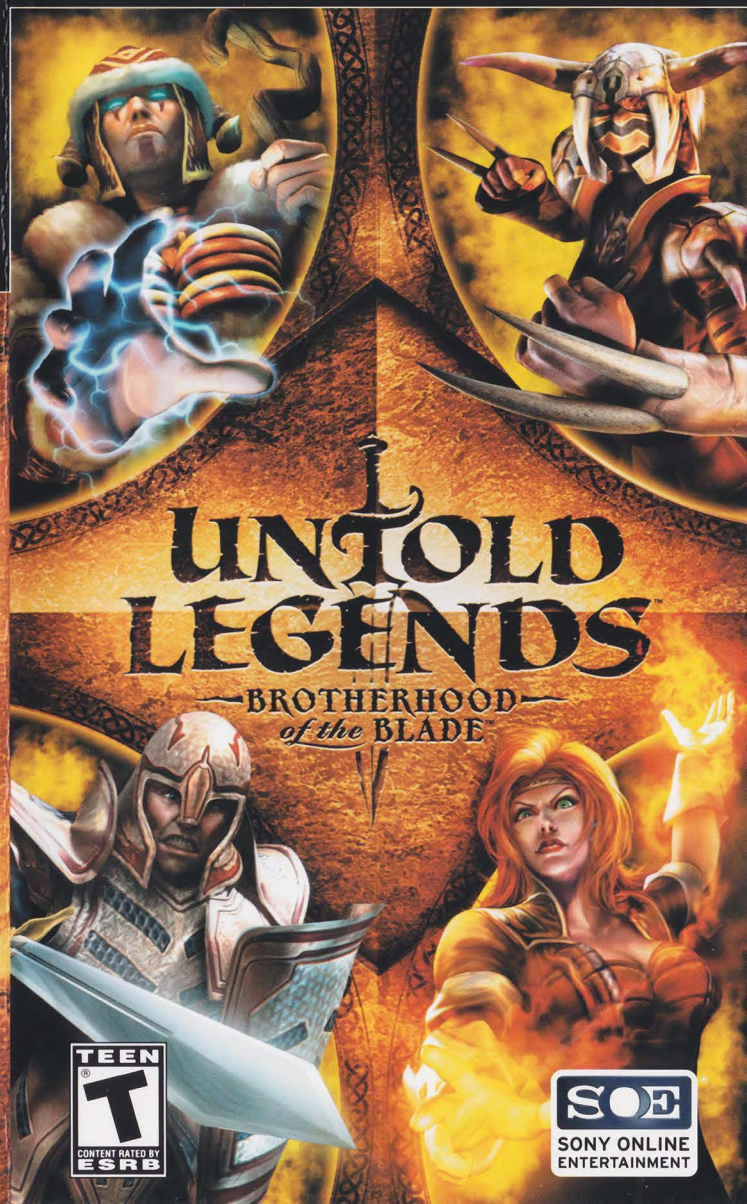
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